

<b>week 70:</b>	<b>a taxi driver</b>
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***Taxi Drivers have a difficult job because they drive people around all day and night – so they need to know where to go and the best and safest way to get there!***

**Games:**

1. **Active:** Catch a Taxi

Cubs are placed into two teams. Each person gets a number. Teams line up facing each other about 10m apart. The number 1 on the one team will face the last Cub in the other team. Place the 'taxi' in between the two teams and call a number. Each Cub with that number will try and catch (get) the taxi first and take it back behind the line of their team.

2. **Wide Game:** Find the other half!

***It is important that taxi drivers understand the road signs when they are driving around.***

Cut road signs in half – scatter the one half around a large designated area. Give the other half to the Cubs. They need to run around and find the matching half to complete their sign. Once they have all found their halves, discuss the different road signs.



3. **Relay:** Traffic Lights

Beforehand prepare the following: 10 x Green Cards, 10 x Amber Cards, 10 x Red Cards.

The Six - in relay formation - are at one end of the hall. A set of prepared cards are placed in front of each Six. Shuffle the cards. Place cards face down. At the word "go" the first Cub in each Six turns over the top card, looks at it and places it back at the bottom of the pack. If it is green, he/she races to the other end of the hall. If it is red, he/she goes to the rear of the Six. If it is amber, he/she steps to one side and waits for the next Cub to draw a card and then they both follow the instruction for that card: go, stop or wait. The winners are the Six who have all players at the other end of the hall.

4. **Team:** Be Careful!

***I can see a taxi on the other side of the road – quick – get it before it goes away ..... but make sure you follow the rules of the road as a pedestrian!***

Cubs get into their Sixes. One Cub at a time runs to a point, looks right, looks left, looks right again and then "crosses the road". Once he/she has crossed the road he/she shouts to the rest of his/her Six, "IT IS SAFE" and then the next Cub from the Six goes. Carry on until all members of the Six have crossed the road.

5. **Active:** In the taxi

***Now that we have all crossed the road safely, we need to get into the taxi safely***

Play in a well-defined area. Cubs run free. On a whistle blast, they freeze and look for their Sixer. They run and crawl through his/her legs (getting into the taxi) and stand behind him/her (in the taxi). Once the entire Six has gone through the Sixers legs, they need to sit down quietly. First Six sitting quietly are the winning Six.

## **Sense Training:**

### **1. Kim's Game: Sight**

Stick up different road signs around the hall or a designated area – some can be correct and others incorrect/made up signs. Cubs to walk around and come back and report on all the incorrect signs they saw – can give a report back on the correct signs as well! Emphasis should be on those signs relevant to cyclists or passengers in a car depending on which area you are focussing on.

### **2. Kim's Game: Sound**

Record sounds which you may hear whilst travelling in a car (taxi) e.g. hooters, shouting, screeching of tyres, drilling from a nearby building site, etc.

## **Yarn:**

### **'Alisha's story' (passenger safety story)**

*Story idea you can adapt to suit your Pack*

If I was a bird I could go anywhere I wanted... like when I close my eyes sometimes. Way up high in a blue, blue sky. Far, far away in warm, beautiful sunshine. Dancing on air to the sea.

This is the worst time. If I listen really hard I can hear my mates. They'd be going to school about now. Lucky things. I wish I was. I wish I could go out in the sunshine. Just to watch the others play. I can hear them after school as well running around in the courtyard. Laughing. I'd know Gillian's laugh anywhere. Daddy says she laughs like a drain.

When I feel sad I practice my flute. Music makes me happy. I can't hold it up at the moment or take deep breaths. I'm too sore... It's just not fair. I hate it. I can't stop thinking about what happened. We all went to the seaside. It was going to be brilliant. Not just us; Gillian's family as well. Daddy gave our booster seat to little Barrett. I'm too big now. I got to sit in the front, next to Mummy.

It was so sunny. So hot in the car. So hot. Heavy, sweaty seatbelt... Seagulls! Seagulls; *everywhere*. Can you smell that? That's the sea! And..? Chips! Candy floss! Sweets! I'm going to splash the water. Cool, cool water. Feel the wind in my hair. *Nearly* there. Water and sand; squidgy sand, squish between the toes... Yaaay! Car park! Everybody out! "Not yet!" Says Mummy.

Heeeey! Donkeys! I see donkeys! Undo seatbelt – too hot – want to see better... Yaaay; I can see.

Scary. I shot *right* out of my seat. Crashed into the windscreen and banged my head. All I know is that my arm aches a lot and my chest really hurts when I breathe deeply. Apparently, I've pulled a muscle or two. Mummy was okay... and the others in the back frightened but okay. They had their seatbelts to save them. The cars were only going slowly but I was so scared. When I asked him, Daddy said yes the car will take lots of money to fix. No, not *millions*... but a *lot* of money.

The other car was looking for a space too but the lady was going the wrong way... I'm not allowed to see my friends now because we all get too excited the Doctor says. They came a couple of times but they made me laugh a lot and that makes my chest really hurt.

I was lucky. It could have been a lot worse. But my chest hurts and I can't hold my flute because my arm is so sore... I can't do anything I want to. I won't see the sea again. Not for a long time anyway.

If I was a bird I could fly away and never be lonely again. All I did was take off a stupid seatbelt. Stupid, stupid seatbelt... Stupid, stupid me. It's just not fair.

From the website : <http://think.direct.gov.uk/education/early-years-and-primary/pupils/over-7s/watch/yasmins-story/>

Lots of ideas for passenger safety and pedestrian safety for children.

**OR** if you are focussing on cycling safety then look at the Yarn in the *Yarns module: page 64 - The Bicycle Race*

### **Craft/Activity:**

1. **Activity:** Road Safety Board Game

<https://s-media-cache-ak0.pinimg.com/originals/de/7c/37/de7c37e746e9d4f64dcedcd262bca2d7.jpg>

2. **Handcraft:** Name

Buckle Up Buddy – instead of making this to go on a key ring, ask the Cubs to bring in an old buckle of sorts (or make from wire!) and attach this little buddy to the buckle. Encourage the Cubs to put the finished article in the car – maybe attach to the back of a front seat with a safety pin if the parents allow – so that they remember to buckle up each time they get into the car. Alternatively, emphasise that it is a reminder to buckle up and make into a fridge magnet – or maybe put on Mom or Dad's keyrings – to remind the Cubs to buckle up every time they get into the car. The finished little figure looks like he may be wearing a seatbelt (with imagination!)

<http://craftandcreativity.com/blog/2015/09/14/paracordbuddykeychain/>

### **Singing/Play Acting:**

1. **Singing:** Stop-Look-Think

*Singing module: page 17*

2. **Playacting:** Behaving safely as a car passenger

Remind them of the following rules:

- Booster seats – children must use a booster seat until they are 135cm or 12 years old except in a taxi or over a short distance in an unexpected emergency (use tape or chalk to mark 135cm on a wall before the start).
- Airbags – lots of cars have airbags in the front seat. A child under 12 should never sit in a front seat with an active airbag. They are very powerful and can crush a younger child. Even when you are 12, your seat should be put right back.

### **Role plays:**

Set up a "car" with chairs. Have a leader in the front as the driver and then choose pairs of Cubs to take it in turns to role play particular scenarios – one doing the "right" thing and one doing the "wrong" thing – see below for ideas.

*Scenario 1:* You get into the car to set off on a journey. Mime what you would do. Pick two taller Cubs. The good one should mime doing up his/her seatbelt. The bad one should not!

*Scenario 2:* You are about to go on a journey in a car with a front airbag that cannot be disabled. What do you do? The good one will go in the back. The bad one will go in the front.

*Scenario 3:* You are about to go and get into a friend's car for a long journey. What do you do? Pick two very small Cubs – have a cushion available as a booster seat. The good one should get the booster seat before going to the car.

*Scenario 4:* You are feeling bored on a long journey. How should you behave? Have two Cubs sitting in the back seat. The good one should sit quietly. The bad one should start making lots of fuss and noise.

*Scenario 5:* You have just finished a bottle of coke. Mime what you would do if you didn't want the bottle anymore. Have two Cubs sitting in the back seat. The good one should just put the bottle down and wait until they get home. The bad one should throw it out the window.

*Scenario 6:* You are going to your best friend's birthday party but you're very late. The car is slowing down but does not stop until the driver says so. Mime what you should do. Have two Cubs sitting in the back seat. The good one should wait until the car is completely stopped. The bad one should jump out now!

*Parent confirmation:*

Give each Cub a sheet with reminders about how to behave safely as a car passenger and a space for a parent to sign to confirm that they are safe passengers.

### **Advancement covered:**

#### **Silver Wolf:**

*Aptitude Challenge: Road Safety - Revision*

#### **Gold Wolf:**

*Aptitude Challenge: Road Safety - Demonstrate safety on the road as a cyclist OR safety as a passenger in a vehicle.*